The Time Tunnel: Sports Edition

This edition of Focus Media's *The Time Tunnel: Sports Edition* was designed especially for the Hesa Educational Software Library. Focus Media has been supplying schools with high quality software and audiovisuals since 1979. The company is especially known for its strong line of science, social studies, language arts, and math titles on both the elementary and secondary levels.

Focus Media is especially proud to be a part of the Hesa Educational Software Library, and we congratulate you on your participation in this fine program.

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IBM Users: Please note that any references in this manual to the "RETURN" key are for Apple users. IBM users would use the "ENTER" key at these points in the program.

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Introduction

You are standing outside the large entrance to a tunnel. You gaze into its dark and mysterious interior, and decide to walk inside. Immediately, you realize that you are not alone; there is another being with you. Ahead, you see a light. An exit perhaps? You follow the dark walls and leave the tunnel.

But what has happened? No longer do you see the familiar world that you left behind. Instead, you have somehow been transported back in time. But where are you? And what year is it? And who is that person you see in front of you? Perhaps by searching carefully for clues, you will be able to discover this mystery athlete's identity.

The Time Tunnel program transports you years, or even decades, into the past and brings you face-to-face with famous people from the history of sports.

By using a single-keystroke menu of clue choices, your child will be able to gather information he/she finds most helpful about the athletes who he/she meets and make an identification. *The Time Tunnel* turns the history of sports into interesting puzzles your child will want to solve over and over again.

As a learning tool, *The Time Tunnel* operates on two important educational levels. The first and most obvious level is that of simple identification; the child accumulates facts about many of the athletes and uses those facts to arrive at an identification. During this process, he/she may gather information about the person's team, sport, records, or personality.

At a deeper level, the child is exposed to processes that involve selective and highly deductive thinking. Because the child is encouraged to identify the person using as few clues as possible, he/she must become a critical thinker and evaluate the information carefully in order to minimize the number of options used. In some cases, an athlete may be identified with only a few facts. In other cases, many facts may have to be uncovered in order to separate two or more persons. The careful choice of clues and analysis of information are important parts of the program, serving to foster discriminatory and analytical thinking.

Because performance is evaluated on a scale from "Traveler-First Class" to "Beginner," the child can use the program many times in the pursuit of a higher rating. Each time the program is used, important facts about the athletes are reinforced.

How to Play

The Time Tunnel: Sports Edition consists of four programs, each covering a different era in the history of sports, starting as early as 1920. The game menus randomly draw from 60 personalities, so this disk contains nearly 1,700 items of data.

The first screen that you will see when the disk is "booted" is the title screen. Next, a series of screens will appear that explain the program. Finally, a Menu will appear that lists the time periods to which trips can be taken.

You can choose any one of four trips from the following Menu:

<1> Sports Before 1960
<2> Sports in the Sixties
<3> Sports: 1970-Present
<4> Sports: 1920-Present

After choosing one of the above, you are asked to enter the difficulty level for which your trip is planned. Clues on the easier level are fairly direct. Clues on the more difficult level may include plays on words or allusions to lesser known facts.

Each identification is in the form of a "round." During each round, a menu, or list of choices, appears that will allow the player to examine pieces of information about the mystery sports figure. Here are the choices:

```
Traveler:                    Investigation
Pat                          Points: 8
— — — — — — — — — — — — — — — — — — — —
          *** LIST OF OPTIONS ***
<1>  Male or Female?
<2>  Notice Surroundings.
<3>  Look for an Important Number.
<4>  Notice Sports Equipment.
<5>  Notice Colors or Insignia.
<6>  Listen.
<7>  Observe Activity.
— — — — — — — — — — — — — — — — — — — —
<C>  Contact TUNNEL MASTER.
<R>  Review.
<S>  Surrender to TUNNEL MASTER.
<N>  Name the famous athlete.

Your Choice -->
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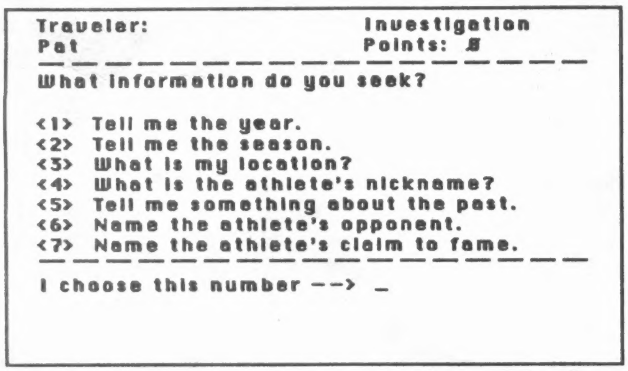
- Choices <1> through <8> will give a clue as indicated. Each clue will cost one Investigation Point.
- < C> Contact Tunnel Master.

Pressing the < C> key will cause a set of additional clue options to appear on the screen as follows:



By pressing the keys from <1> to <7>, you are provided with the information requested. There is a penalty, however; information from the Tunnel Master costs three Investigation Points instead of the usual one.

- < R > Review

With this choice, all the information uncovered so far will be displayed at one time on the screen. There are no investigation points added to the score if this option is chosen.

- < N > Name the famous athlete.

When you decide to attempt to name the athlete, the < N > key must be pressed. At this point, if you are working on Level 1, you will be asked to type the athlete's last name. If you are working on Level 2, you will be asked to type the athlete's full name: first, middle, and surname.

If your answer is correct, the round is over, but if your answer is incorrect a 5-point penalty is scored.

Be careful! Spelling counts, so be sure to check your typed answer before you press the RETURN key. If you need help with the athletes' names, you can check the list on page 3.

- < S > Surrender to Tunnel Master.

If you are unable to identify the athlete, the <S> key can be pressed to give up. When this option is chosen, the Tunnel Master reveals the athlete, the round is over, and a 15-point penalty is scored.

Scoring

Each time clues are requested by the player, Investigation Points are added to her or his score. This total appears at the upper right of the screen. The object of the game is to identify each athlete while accumulating as few Investigation Points as possible.

Scoring is counted as follows:

(a) 1 point: Each time an option is chosen from the list of clue choices (except <R>), one Investigation Point is added to the player's total.

(b) 3 points: This is the penalty for requesting information from the Tunnel Master. Any time option <C> is chosen, three Investigation Points are added instead of the usual one.

(c) 5 points: Any time an athlete is guessed incorrectly, five Investigation Points are added to the student's total.

(d) 15 points: If the student surrenders to the Tunnel Master (option <S>), the name of the athlete is revealed and fifteen Investigation Points are added to the student's total.

The player's score is evaluated each time a round ends. At both levels, the activity can continue until all athletes have been attempted. If this happens, the program will automatically update the player's score, evaluate his/her achievement, and end.

A special randomizing feature of the game ensures that the sports figures will always appear in an unpredictable order, so that the child faces a new challenge each time the program is used.

Athletes

George Herman Ruth (Babe Ruth)
Ted Williams
John Unitas
Roger Bannister
Knute Rockne
Harold Grange
Mildred Didrikson (Babe Didrikson)
Jim Thorpe
Jesse Owens
Barney Oldfield
Juan Fangio
George Mikan
Harold Auerbach (Red Auerbach)
Ty Cobb
Denton Young (Cy Young)
Joe Louis
Lou Gehrig
Bob Cousy
Joe Dimaggio
Jack Dempsey
Roger Maris
Bob Beamon
Sandy Koufax
Don Drysdale
Jack Nicklaus
Bill Russell
Wilt Chamberlain
Mickey Mantle
Joe Namath
Vince Lombardi
Billie Jean King
Frank Robinson
Warren Spahn
Don Schollander
Wilma Rudolph
Peggy Fleming
George Blanda
Arnold Palmer
Jim Brown
Jean Claude Killy
Orenthal James Simpson (O.J. Simpson)
Walter Payton
Carl Lewis
Henry Aaron (Hank Aaron)
Muhammed Ali
Pete Rose
Martina Navratilova
Reggie Jackson
Nadia Comeneci
Bjorn Borg
Kareem Abdul-Jabbar
Johnny Bench
Mark Spitz
Don Shula
Chris Evert (Lloyd)
Secretariat
Eric Heiden
Wayne Gretzky
A.J. Foyt
Steve Carlton

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